

Performance Evaluation of Intel Nehalem Based Cluster

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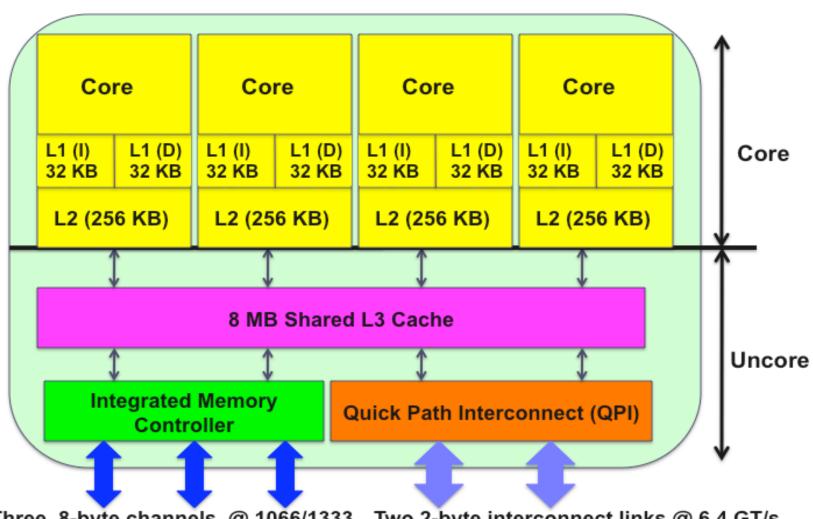


Outline

- Intel Nehalem cluster
 - Platform
 - Integrated memory controller
 - Quick Path Interconnect
 - DDR3 memory
 - CPU architecture
 - Intel Hyper-Threading technology
 - Power management
 - Power Gate
 - Turbo mode
 - Interconnect
 - Quad Data Rate (QDR) IB
- HPC challenge benchmarks (HPCC)
- Kernels & compact applications (NPB)
- Applications: Computational fluid dynamics, Climate, Molecular Dynamics and Earthquakes
- Conclusions



Intel Nehalem Processor



Three 8-byte channels @ 1066/1333 MHz DDR3 = 25.6/32 GB/s

Two 2-byte interconnect links @ 6.4 GT/s = 12.8 GB/s each direction simultaneously (25.6 GB/s total per link)



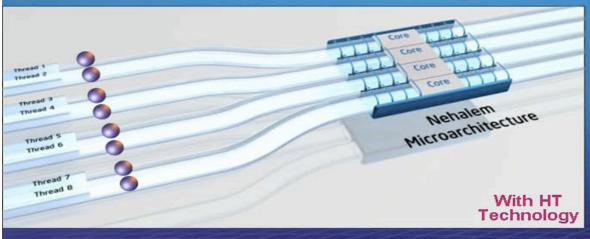
Intel Hyper-Threading Technology





Better than adding a core:

Little power and die cost!



Benefits:

Server:

- Highly Threaded workloads
- Databases
- Search Engines

Client:

 Multi-Tasking, Media and Productivity Applications

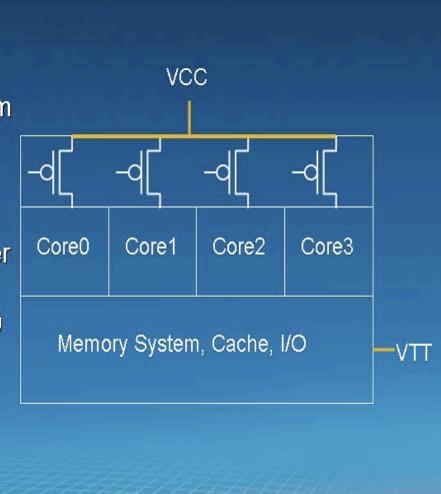
Intel® Hyper-Threading Technology enhances performance and energy efficiency



Power Power Gate

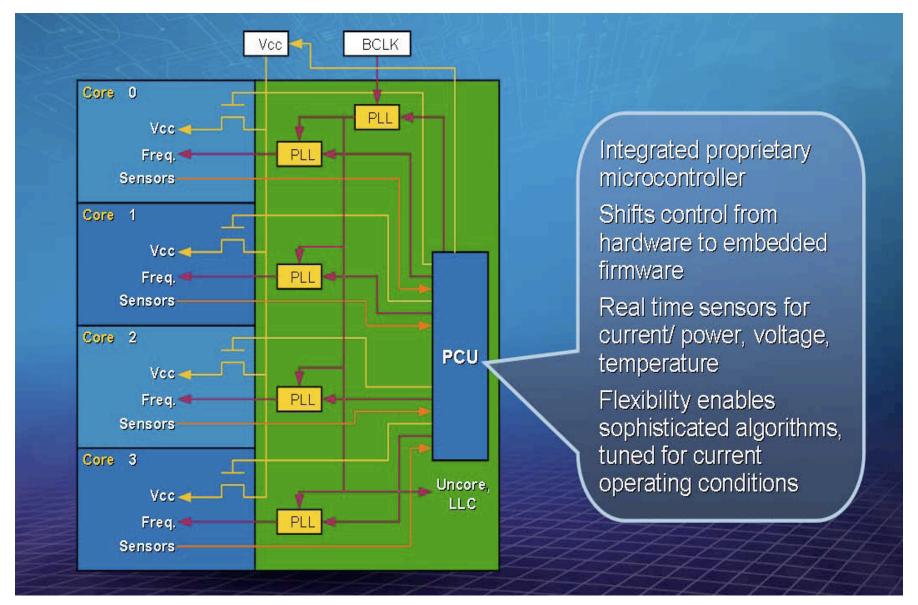
Clock Gate

- Exists in all modern Intel processors
- Shuts off switching power from idle logic but leakage power remains
- Power Gate: New
 - Shuts off both switching power and leakage power
 - Enables idle cores to go to ~0 power (C6), independent of state of other cores on die
 - Completely transparent to platform and software, no incremental platform cost



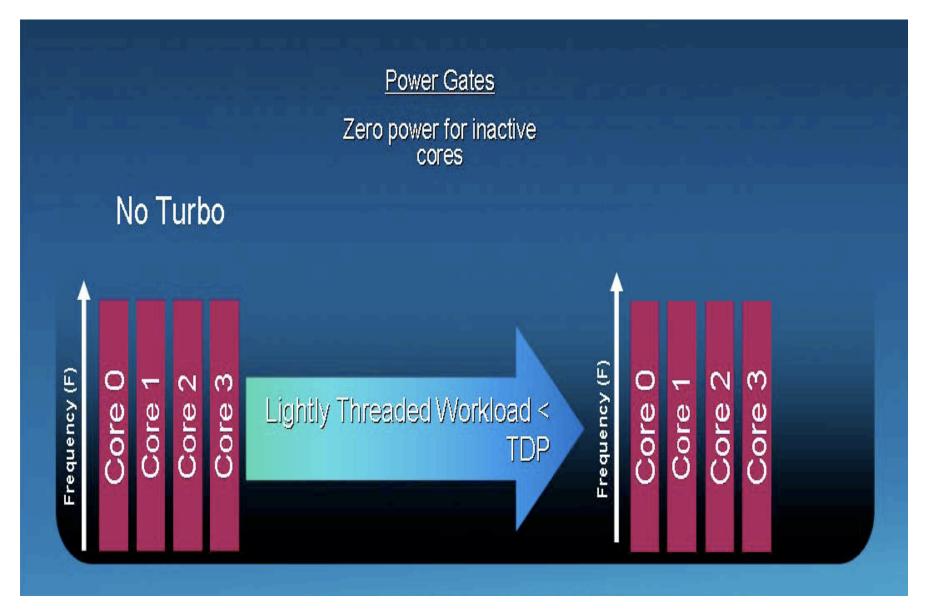


Power Management: Power Control Unit



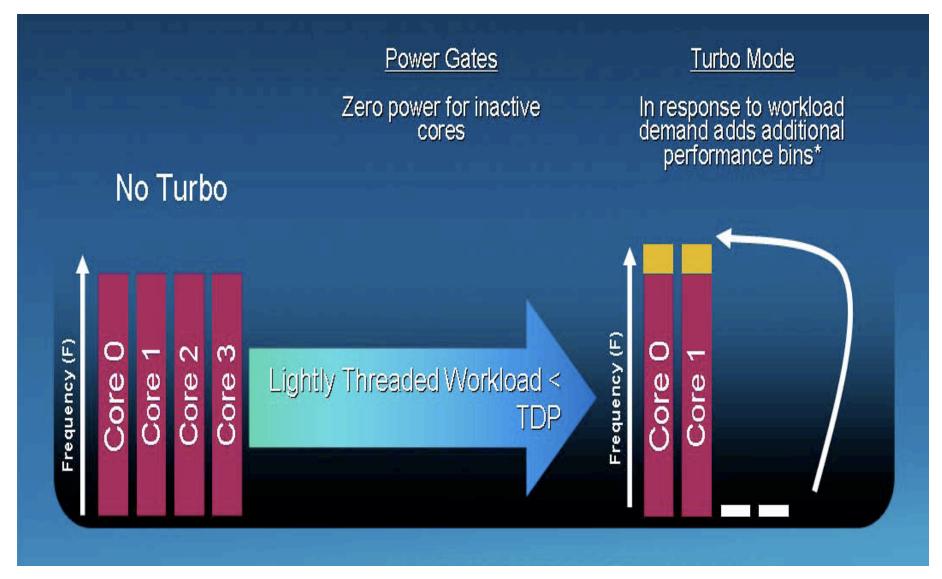


Nehalem Turbo Mode





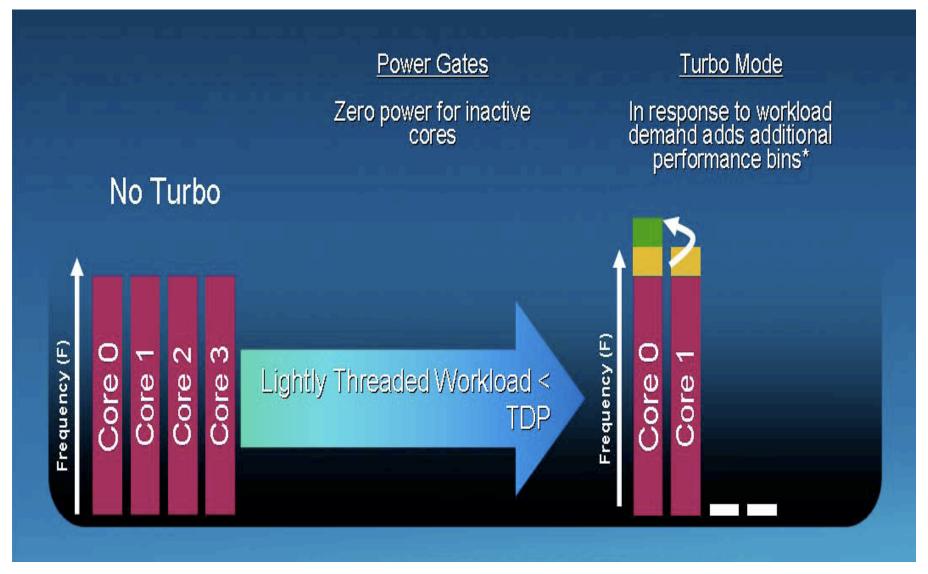
Nehalem Turbo Mode



^{*} Within power and thermal constraints



Nehalem Turbo Mode



^{*} Within power and thermal constraints



Memory Controller & DDR3 Memory

- Memory controller
 - Memory controller is a digital circuit which manages the flow of data going to and from the main memory.
 - On Nehalem, memory controller is on the microprocessor to reduce the memory latency.
- DDR3 Memory:
 - DDR3 double-data-rate three dynamic random access memory is a random access memory interface technology.
 - Advantages of DDR3 over DDR2
 - Higher bandwidth performance
 - Slightly improved latencies
 - Higher performance at low power
 - DDR3 standard allows for chip capacities of 512 megabits to 8 gigabits

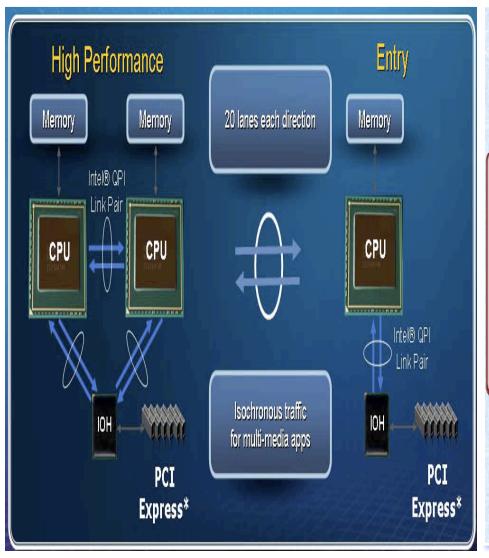


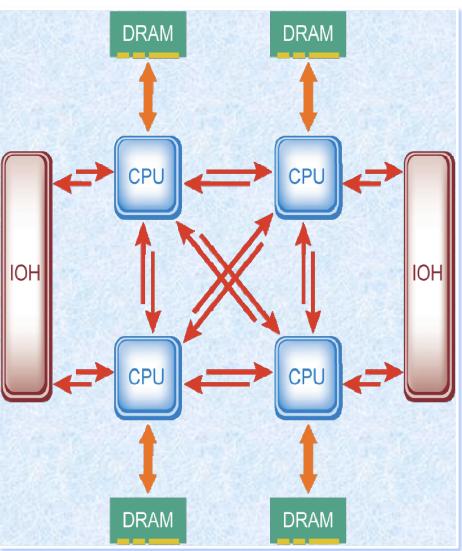
Quad Data Rate (QDR)

- The physical layer of InfiniBand is comprised of bidirectional links of 2.5Gb/sec. These links can be combined into 4X (10Gb/sec) and 12X (30Gb/sec) links.
- Theoretical data transfer rate is 8/10ths of the gross due to an 8/10 encoding at the physical layer.
- The InfiniBand specification also allows Double Data Rate (DDR) and Quad Data Rate (QDR) modes.
- QDR operation is clocked at quadruple the rate, allowing a 10Gb/sec signaling rate per lane.
- 4X DDR InfiniBand link has a signaling rate of 20Gb/sec, or 16 Gb/sec data rate.
- 4X QDR InfiniBand link has a signaling rate of 40Gb/sec, or 32Gb/sec data rate.



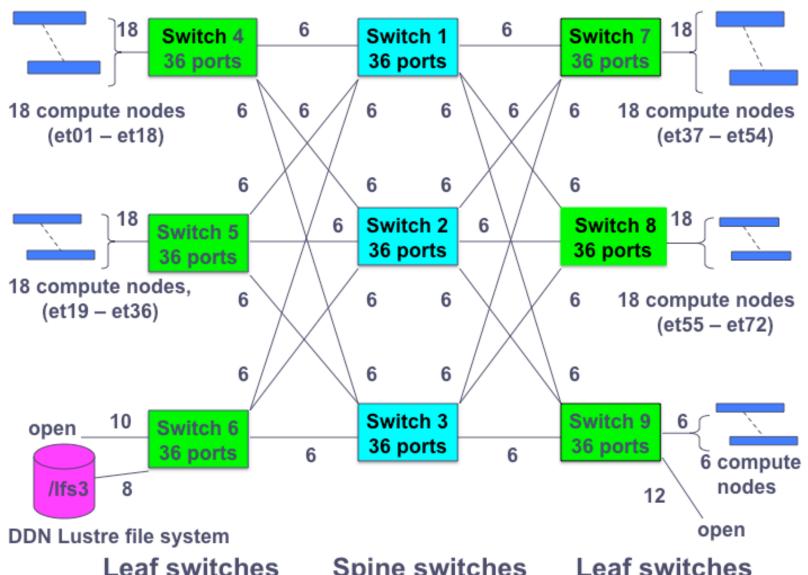
Intel Quick Path Interconnect







Intel Nehalem Cluster



Spine switches Leaf switches



HPC Systems

Discovery:

Intel cluster, Nehalem processor, 2.8 GHz, DDR3-1066/1333, 512 cores, IB QDR/DDR, Fat tree, L2\$ 256KB/core, L3\$ 8 MB shared and memory 3 GB/core.

Endeavor:

Intel cluster, Harpertown processor, 2.8 GHz, DDR2 FB DIMM, IB DDR, Fat tree, L2\$ 3 MB/core and memory 2 GB/core.

ICE:

 SGI Cluster, Harpertown processor, 3 GHz, DDR2 FB DIMM, IB DDR, Hypercube, L2\$ 3 MB/core and memory 1 GB/core.

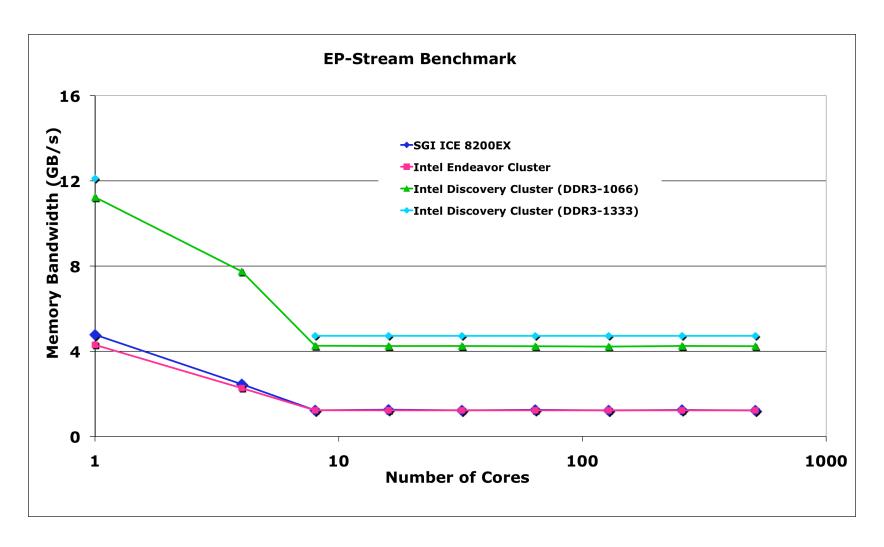


HPC Challenge Benchmarks

- Basically consists of 7 benchmarks
 - HPL: floating-point execution rate for solving a linear system of equations
 - DGEMM: floating-point execution rate of double precision real matrix-matrix multiplication
 - STREAM: sustainable memory bandwidth
 - PTRANS: transfer rate for large data arrays from memory (total network communications capacity)
 - Random Access: rate of random memory integer updates (GUPS)
 - FFTE: floating-point execution rate of double-precision complex 1D discrete FFT
 - Latency/Bandwidth: ping-pong, random & natural ring

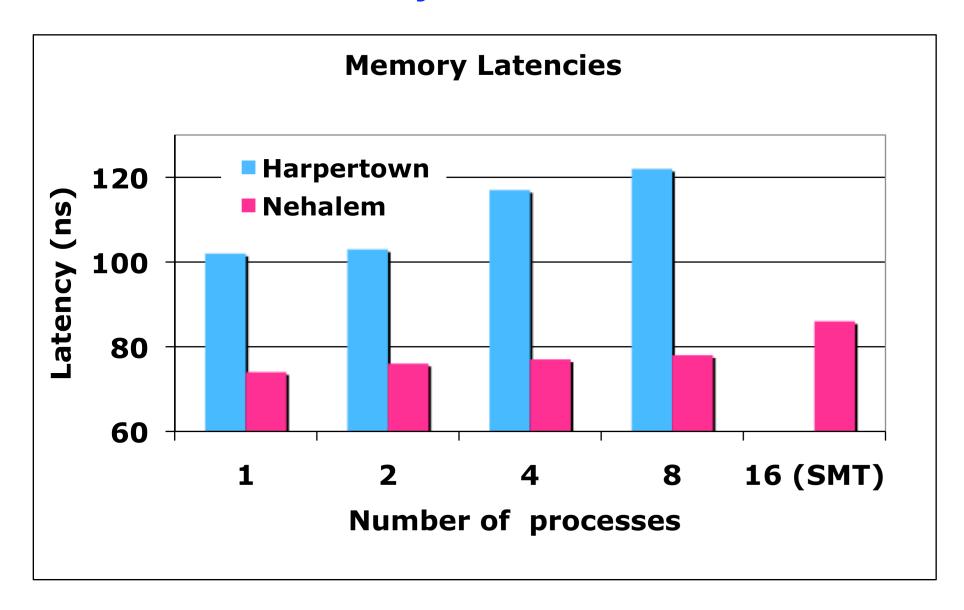


EP - STREAM



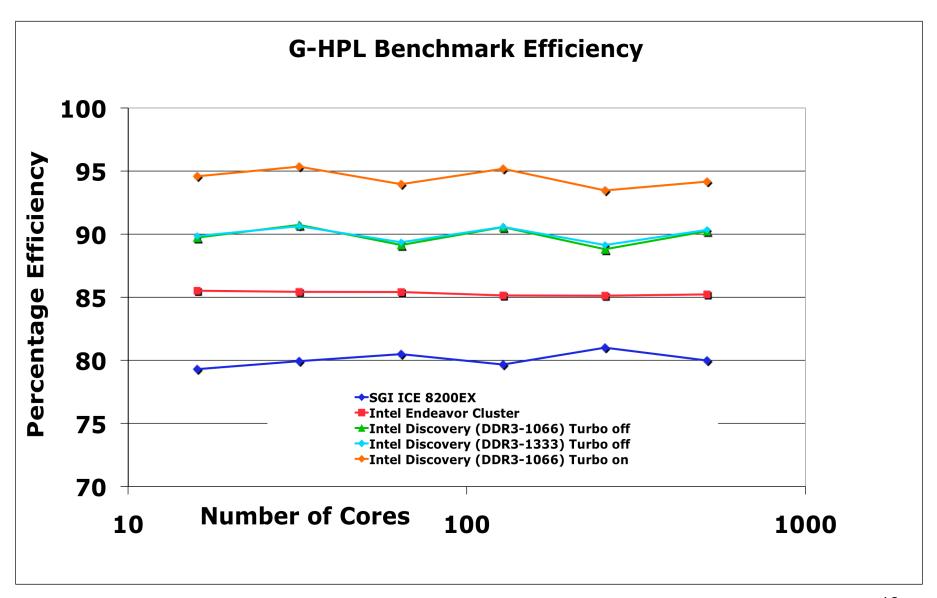


Memory Latencies





G-HPL





NAS Parallel Benchmarks (NPB)

Kernel benchmarks

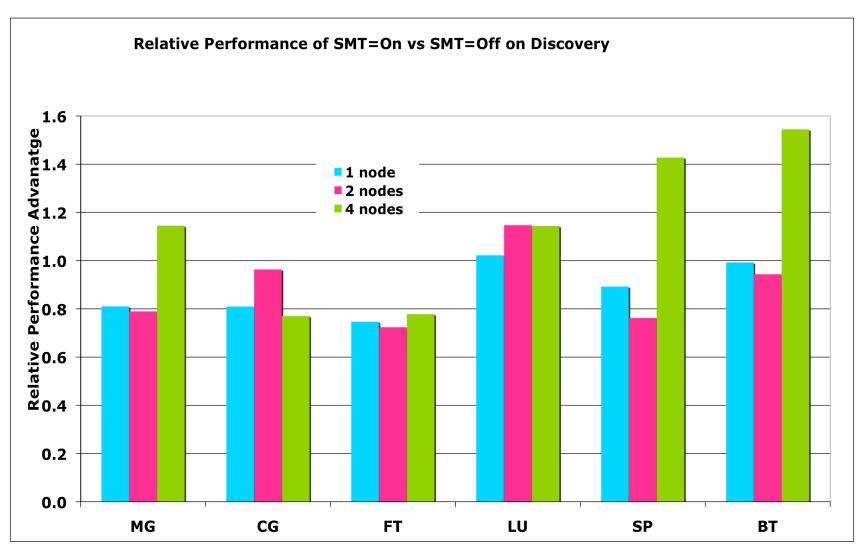
- MG: multi-grid on a sequence of meshes, long- & short-distance communication, memory intensive
- FT: discrete 3D FFTs, all-to-all communication
- IS: integer sort, random memory access
- CG: conjugate gradient, irregular memory access and communication
- EP: embarrassingly parallel

Application benchmarks

- BT: block tri-diagonal solver
- SP: scalar penta-diagonal solver
- LU: lower-upper Gauss Seidel

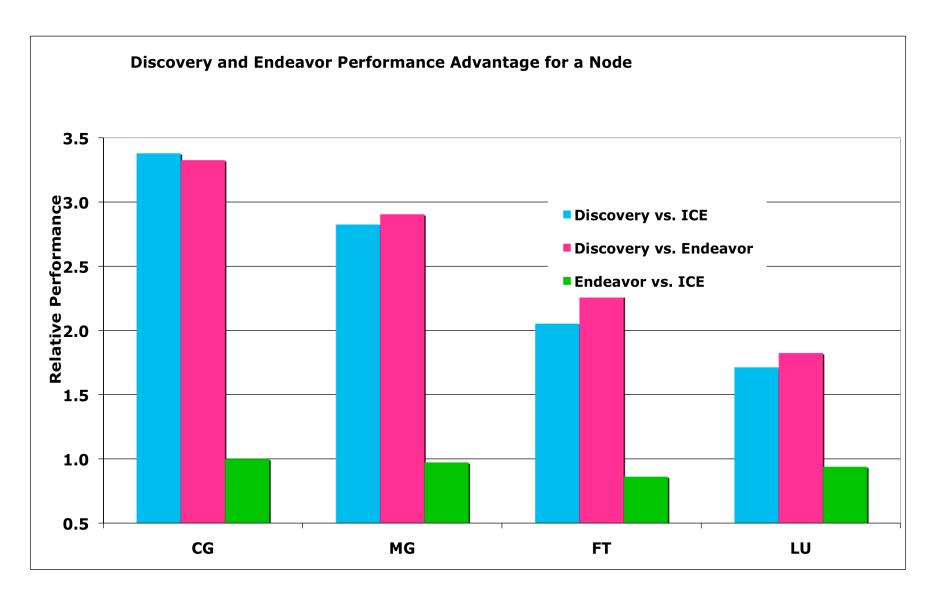


NPB: SMT=On vs. SMT=Off



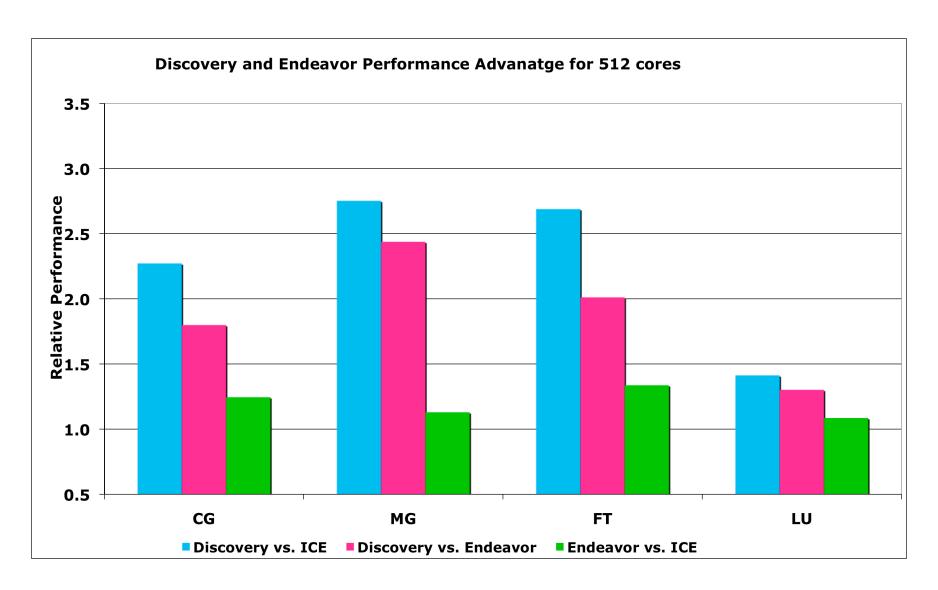


Nehalem vs. Harpertown on a Node



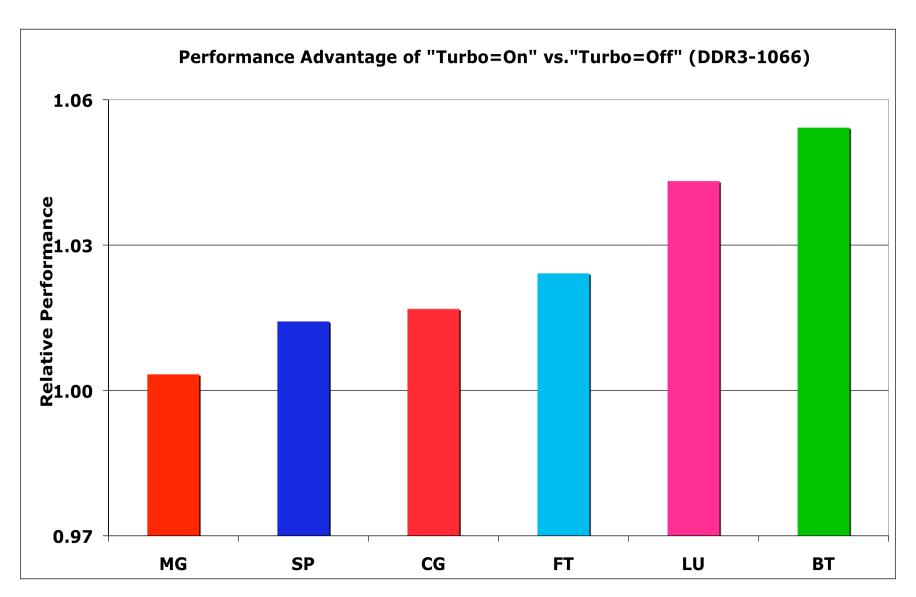


Relative Performance on NPB 512 Cores



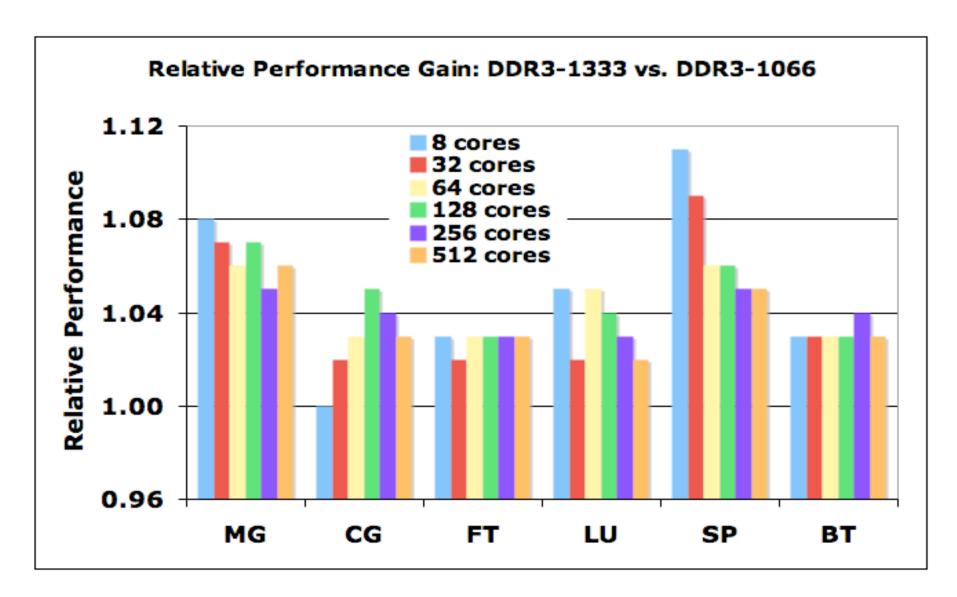


Turbo=On vs. Turbo=Off



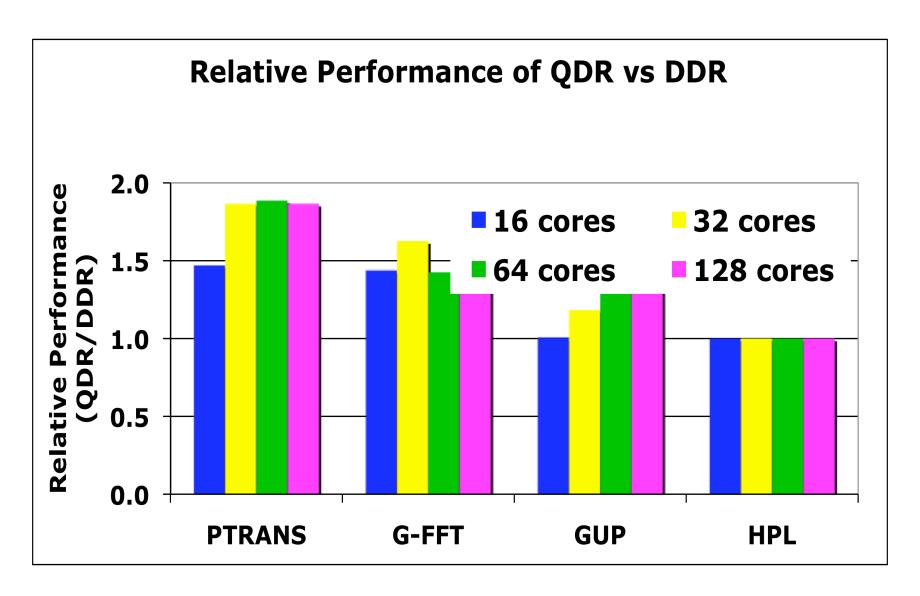


DDR3-1333 vs. DDR3-1066





Relative HPCC Performance of QDR vs. DDR





OVERFLOW-2

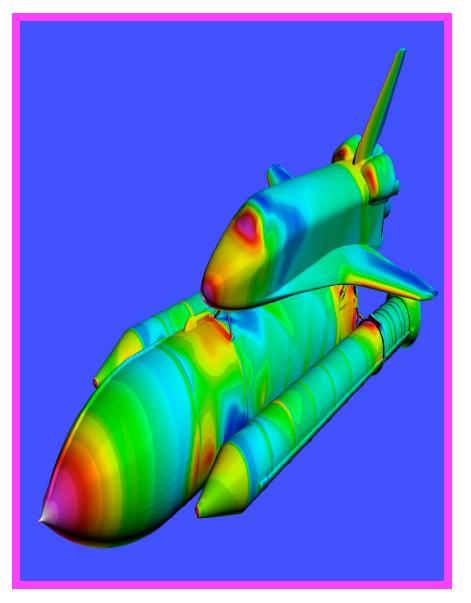
Space shuttle and boosters simulated in Overflow-2

Code Description:

- Computational Fluid Dynamics code for the compressible Navier-Stokes equations (NASA Langley)
- Finite differences in space, implicit time stepping,
- Handles geometric complexity via overlapping grids
- Fortran, some C
- Has been used for multiple projects including Space Shuttle Launch Vehicle, subsonic transport aircraft

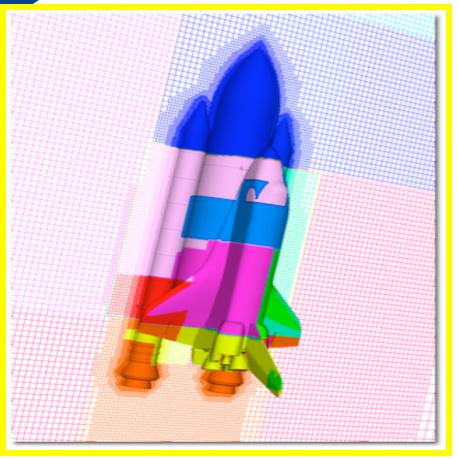
Code Characteristics

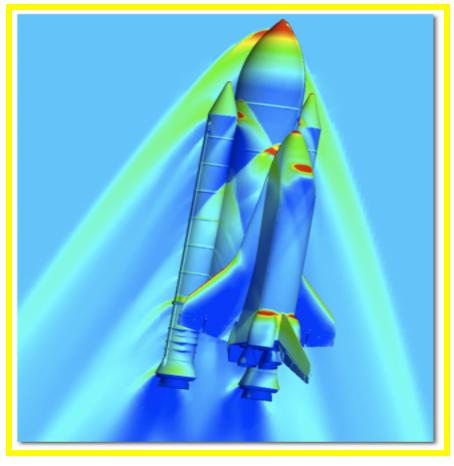
- MPI SPMD model
- Natural parallelism with multiple overset grids
- Further grid splitting for load balancing
- Memory bound
- Not communication intensive





CART3D



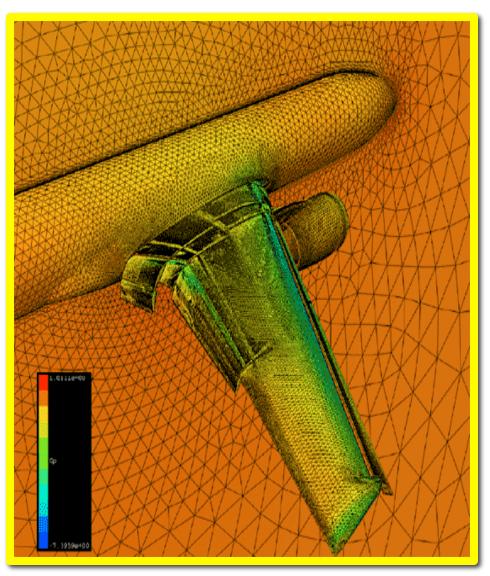


- Inviscid analysis package, Cartesian structured meshes
- Surface modeling, mesh generation, data extraction
- Space-Filling-Curve based partitioner and mesh coarsener
- Each sub-domain has own local grid hierarchy
- CPU-intensive, memory bound for large multigrid levels



USM3D

- USM3D is an tetrahedral based cell-centered Navier-Stokes flow solver using an unstructured meshes
- It is part of the NASA Tetrahedral Unstructured Software System (TetrUSS) suite
- Routinely used to predict aerodynamic parameters like lift, drag, and detailed airflow about candidate aircraft and aerospace vehicle designs
- The model is memory bound and latency bound for large number of cores



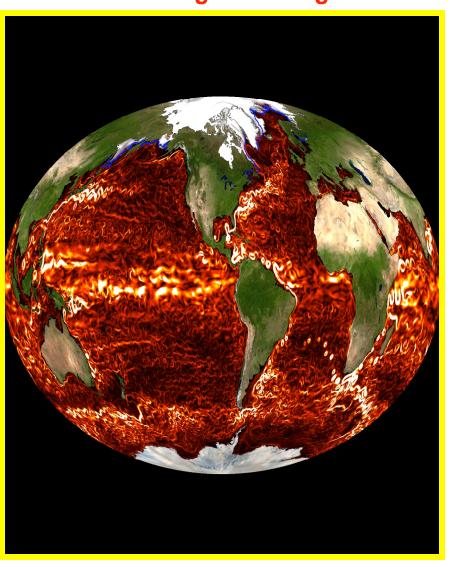
108M Tetrahedral grid used in Boeing 777 Simulation



ECCO

Magnitudes of velocity across the globe using ECCO

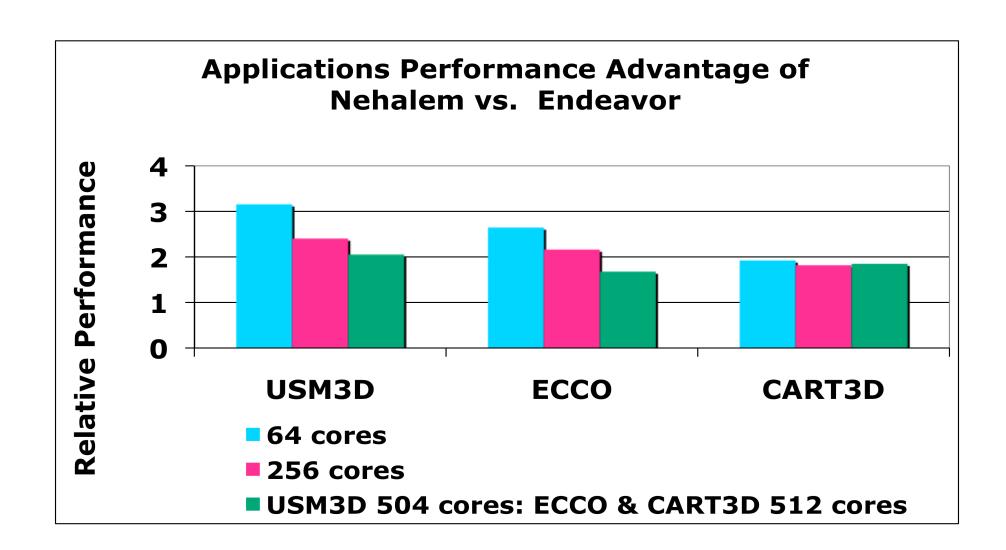
- Estimating the Circulation and Climate of the Ocean (ECCO) is a global ocean circulation model solving the hydrostatically approximated time dependent Reynolds averaged Navier-Stokes equations in 3D
- Utilizes a finite volume discretization of the equations of motion that is 2nd order accurate in time and space
- Memory bound.
- Scaling is ultimately latency bound for large number of cores
- Significant amount of I/O



1/4th degree global simulation

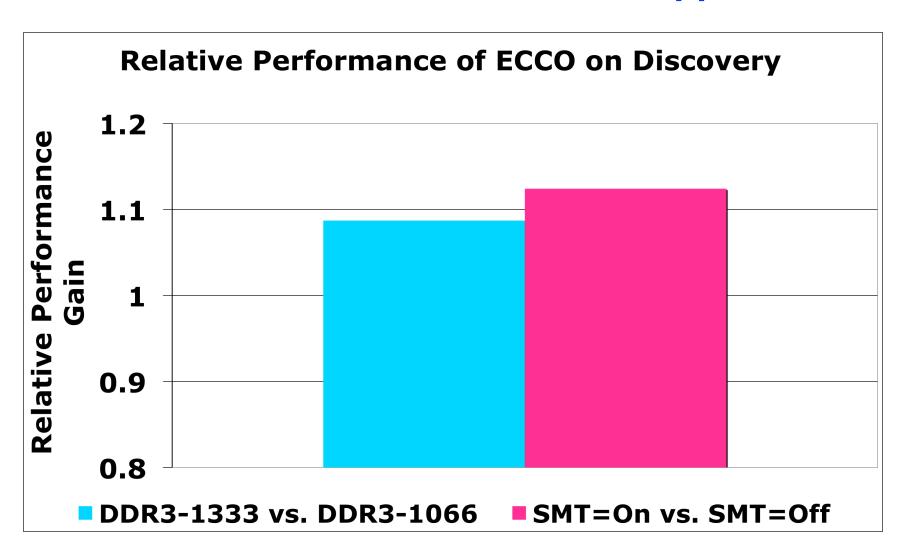


Applications Performance Advantage





Relative Performance of ECCO Application





Conclusions

- A single process on a Nehalem system has more available bandwidth than the accumulated bandwidth of 8 processes on the Harpertown system
- The observed memory latency on the Nehalem system using all 16 SMTs simultaneously is lower than that of Harpertown using a single core
- SMT technology improves the performances of some applications but for HPC applications it is not universal. Experimentation is recommended.
- Turbo mode helps compute bound applications.
- Performance advantage of real world applications over Harpertown is between 1.9 and 2.1 for higher core counts and 3.2 for lower ones.
- QDR interconnects helps only bandwidth bound applications.